More than 3 billion gameplay and esports enthusiasts worldwide are at risk of hearing damage and sound-induced hearing loss. In recognition of this, the International Telecommunication Union (ITU) and the World Health Organization (WHO) Ear and Hearing Care programme are working together to develop a technical standard for safe listening in video gameplay and esports. After a series of technical workshops, the draft standard is now in a mature format and WHO aims to seek feedback on its content.

The WHO Ear and Hearing Care programme is hosting an online meeting entitled “Shaping the future of safe listening in video gameplay and esports” to share the status of the draft with all stakeholders and provide an opportunity for discussion.

You are kindly invited to join the online meeting on 26 June 2024 at 2:00PM (CEST). Please register here.

Closed captioning in all 6 UN languages will be available during the web meeting.

For more information, please visit the event page or write to us at mls@who.int

WHO Ear and Hearing Care programme